



# **TRAINING MANUAL WASHINGTON CARD ROOMS**

**Version 2 (ACE<sup>®</sup> shuffler)**

## **OVERVIEW**

Big Raise Hold'em is a five-card poker game. It features head-to-head play against the dealer and a Bonus bet.

Players get two cards and combine them with three community cards to form their hands. Traditional rankings apply.

The Big Raise and “all-in” elements let players bet aggressively.

This game features a Bonus bet. Players win when their five-card hand is a pair of 8s or better. See layout for odds.

## **RECOMMENDED DEALING PROCEDURES**

1. This dealing procedure requires a Shuffle Master ACE® shuffler.
2. To begin the game, players must make the Ante bet. Players may also make the Big Raise bet in an amount 1 to 3 times their Ante.
3. Players may also make the optional Bonus bet. This bet is not against the dealer; it is the player's five-card hand against a payable. At the casino's discretion—and if allowed by regulators—players may make the Bonus bet without making an Ante bet.
4. The dealer, working clockwise, gives each player two cards, face-down.
5. The dealer then gives himself two cards and places them in the marked area. The dealer takes the next stack of two cards and flips the top one face up in the area marked “Up” and discards the other card.
6. The dealer then presses the green button on the shuffler. This dispenses the remaining cards and begins shuffling the next deck.
7. The dealer's up-card dictates the house way:
  - a. If it is a 9 or lower, the dealer discards it.
  - b. If it is a 10, J, Q or K, the dealer discards the face-down card on his far left.
  - c. If it is an Ace, the dealer keeps all three of his cards.
8. When the dealer has a King or Ace up, players making the Ante and Big Raise bets are called “all-in.” They must risk both. The dealer should stack each player's Ante and Big Raise bets, and the player should turn his cards face-up in front of his bet.

9. When the dealer does not show an Ace or King, players have three options:

- a. Risk the Ante bet by tucking their cards under it. The dealer will return the Big Raise bet.
- b. Risk the Big Raise bet by tucking their cards under it. The dealer will return the Ante bet.
- c. When the player has a pair, he may go all-in—risking both Ante and Big Raise. The player shall turn his cards over face-up in front of his bet and announce he's all-in. The dealer will stack the player's Ante and Big Raise bets.

10. The dealer then reveals his starting cards.

11. The dealer then takes the top three cards among those remaining in the ACE shuffler and places them face-up in the area marked "Community Cards." He places the remaining cards in the discard rack.

12. The dealer will combine his starting cards with the community cards to make his best five-card poker hand.

13. Working from right to left, the dealer will reveal each player's starting cards and combine them with the community cards.

- a. If the player's hand beats the dealer's, the bet left in action wins even money. Exceptions:
  - i. When the player has a royal flush, his bet left in action (Ante and/or Big Raise) wins 50 to 1, plus even-money for beating the dealer.
  - ii. When the player has a straight flush, his bet left in action wins 40 to 1, plus even-money for beating the dealer.
    - 1. Note: The player receives the 40 to 1 bonus even if his straight flush lost to the dealer's higher straight flush.
- b. If the player's hand loses to the dealer's, the bet left in action loses. (However, in the rare event of a straight flush losing, the player would still receive his 40 to 1 bonus.)
- c. Ties push.
- d. The dealer then resolves the Bonus wager. If the player has a pair of 8s or better, this bet wins according to the payable on the layout. Otherwise it loses.